LISTING OF THE CLAIMS

Claims 1-69 were originally pending. Please amend claims 7, 9-11, 15, and 16. Please cancel claims 1-6 and 17-69 without prejudice. Please add claims 70-89. Accordingly, claims 7-16 and 70-89 are currently pending.

The following listing of claims replaces all prior versions, and listings of claims in the application.

Listing of Claims:

1 – 6. (Canceled)

7. (Presently amended) A computer–readable medium comprising computer-executable instructions for providing a user interface for use with a stylus, the computer-executable instructions comprising instructions for:

re-routing stylus-based user input to a first application that is executing under an operating system (OS), the input being re-routed such that the input is not received by the operating system for distribution to any second application that is executing under the OS;

analyzing the input to determine whether the input should be treated as mouse input ~~a mouse-like input~~; and

responsive to determining that the input should not be treated as a mouse ~~mouse-like~~ input, displaying a menu comprising selectable items to allow a user to direct the computer system to interpret one or more subsequent stylus-based user

inputs as right-mouse button input, hover cursor input, keyboard input~~keyboard-like input~~, or handwriting input by selecting one of the selectable items.

8. (Original) A computer-readable medium as recited in claim 7, wherein the second application is designed to receive user input from the operating system.

9. (Presently amended) A computer-readable medium as recited in claim 7, wherein the instructions for analyzing the input further comprise instructions for determining that the input should be treated as a mouse ~~mouse-like~~ event when the event is a single quick touch or a double quick touch.

10. (Presently amended) A computer-readable medium as recited in claim 7, wherein analyzing the input further comprise instructions for determining that the input should not be treated as a mouse ~~mouse-like~~ event when the input is a continuous touch input.

11. (Presently amended) A computer-readable medium as recited in claim 7, further comprising instructions responsive to determining that the event should be treated as a mouse ~~mouse-like~~ event, the instructions communicating the input to the operating system for subsequent distribution to any other applications such as the second application.

12. (Original) A computer–readable medium as recited in claim 7, further comprising instructions for:

determining whether an item of the selectable items has been selected within a predetermined amount of time since presenting the menu; and

responsive to determining that the item has not been selected within the predetermined amount, dismissing the menu.

13. (Original) A computer–readable medium as recited in claim 7, wherein the selectable items are displayed in an action area, and wherein the computer-executable instructions further comprise instructions for:

identifying stylus-based user input outside of the action area; and

responsive to identifying the stylus-based user input, dismissing the menu.

14. (Original) A computer–readable medium as recited in claim 7, further comprising instructions for:

detecting selection of an item of the selectable items; and

responsive to detection the selection:

(a) hiding the menu; and

(b) performing a task corresponding to the item.

15. (Presently amended) A computer–readable medium as recited in claim 14, wherein the task comprises: (a) communicating right mouse click input to the second application; (b) moving a cursor over a display screen; (c) generating ~~keyboard-like~~ keyboard input; or (d) generating and interpreting handwritten data.

16. (Presently amended) A computer-readable medium as recited in claim 7, wherein the instructions for allowing a user to specify that the computer system is to interpret a subsequent stylus-based user input event as a mouse-right-button click event, a hover cursor event, keyboard event ~~a keyboard-like event~~, or a handwriting event further comprise instructions for:

detecting selection of an item of the selectable items; and

responsive to detecting the selection:

(a) hiding the menu;

(b) performing a task that corresponds to the item, the task having a result; and

(c) communicating the result as input to the second application.

17 – 69. (Canceled).

70. (New) A method comprising:

a processor;

a memory coupled to the processor, the memory comprising computer-program instructions executable by the processor for:

re-routing stylus-based user input to a first application that is executing under an operating system (OS), the input being re-routed such that the input is not received by the operating system for distribution to any second application that is executing under the OS;

analyzing the input to determine whether the input should be treated as mouse input; and

responsive to determining that the input should not be treated as a mouse input, displaying a menu comprising selectable items to allow a user to direct the computer system to interpret one or more subsequent stylus-based user inputs as right-mouse button input, hover cursor input, keyboard input, or handwriting input by selecting one of the selectable items.

71. (New) A method as recited in claim 70, wherein the second application is designed to receive user input from the operating system.

72. (New) A method as recited in claim 70, wherein the instructions for analyzing the input further comprise instructions for determining that the input should be treated as a mouse event when the event is a single quick touch or a double quick touch.

73. (New) A method as recited in claim 70, wherein analyzing the input further comprise instructions for determining that the input should not be treated as a mouse event when the input is a continuous touch input.

74. (New) A method as recited in claim 70, further comprising instructions responsive to determining that the event should be treated as a mouse event, the instructions communicating the input to the operating system for subsequent distribution to any other applications such as the second application.

75. (New) A method as recited in claim 70, further comprising instructions for:

determining whether an item of the selectable items has been selected within a predetermined amount of time since presenting the menu; and

responsive to determining that the item has not been selected within the predetermined amount, dismissing the menu.

76. (New) A method as recited in claim 70, wherein the selectable items are displayed in an action area, and wherein the computer-executable instructions further comprise instructions for:

identifying stylus-based user input outside of the action area; and

responsive to identifying the stylus-based user input, dismissing the menu.

77. (New) A method as recited in claim 70, further comprising instructions for:

detecting selection of an item of the selectable items; and

responsive to detection the selection:

(a) hiding the menu; and

(b) performing a task corresponding to the item.

78. (New) A method as recited in claim 77, wherein the task comprises: (a) communicating right mouse click input to the second application; (b) moving a cursor over a display screen; (c) generating keyboard input; or (d) generating and interpreting handwritten data.

79. (New) A method as recited in claim 70, wherein the instructions for allowing a user to specify that the computer system is to interpret a subsequent stylus-based user input event as a mouse-right-button click event, a hover cursor event, keyboard event, or a handwriting event further comprise instructions for:

detecting selection of an item of the selectable items; and

responsive to detecting the selection:

(a) hiding the menu;

(b) performing a task that corresponds to the item, the task having a result; and

(c) communicating the result as input to the second application.

80. (New) A method comprising:

re-routing stylus-based user input to a first application that is executing under an operating system (OS), the input being re-routed such that the input is not received by the operating system for distribution to any second application that is executing under the OS;

analyzing the input to determine whether the input should be treated as mouse input; and

responsive to determining that the input should not be treated as a mouse input, displaying a menu comprising selectable items to allow a user to direct the computer system to interpret one or more subsequent stylus-based user inputs as right-mouse button input, hover cursor input, keyboard input, or handwriting input by selecting one of the selectable items.

81. (New) A method as recited in claim 80, wherein the second application is designed to receive user input from the operating system.

82. (New) A method as recited in claim 80, wherein analyzing the input further comprises determining that the input should be treated as a mouse event when the event is a single quick touch or a double quick touch.

83. (New) A method as recited in claim 80, wherein analyzing the input further comprises determining that the input should not be treated as a mouse event when the input is a continuous touch input.

84. (New) A method as recited in claim 80, further comprising, responsive to determining that the event should be treated as a mouse event, communicating the input to the operating system for subsequent distribution to any other applications such as the second application.

85. (New) A method as recited in claim 80, further comprising:

determining whether an item of the selectable items has been selected within a predetermined amount of time since presenting the menu; and

responsive to determining that the item has not been selected within the predetermined amount, dismissing the menu.

86. (New) A method as recited in claim 80, wherein the selectable items are displayed in an action area, and further comprising:

identifying stylus-based user input outside of the action area; and

responsive to identifying the stylus-based user input, dismissing the menu.

87. (New) A method as recited in claim 80, further comprising:

detecting selection of an item of the selectable items; and

responsive to detection the selection:

(a) hiding the menu; and

(b) performing a task corresponding to the item.

88. (New) A method as recited in claim 87, wherein the task comprises: (a) communicating right mouse click input to the second application; (b) moving a cursor over a display screen; (c) generating keyboard input; or (d) generating and interpreting handwritten data.

89. (New) A method as recited in claim 80, wherein allowing a user to specify that the computer system is to interpret a subsequent stylus-based user input event as a mouse-right-button click event, a hover cursor event, keyboard event, or a handwriting event further comprises:

detecting selection of an item of the selectable items; and

responsive to detecting the selection:

(a) hiding the menu;

(b) performing a task that corresponds to the item, the task having a result; and

(c) communicating the result as input to the second application.